

CLAIMS

1. A computer mouse for video games, comprising a housing (31) and a first and a second action button (42, 43),
5 characterized in that
 - the mouse comprises a dummy firing weapon (39) fixed above the housing (31) and manipulated by a video game player, and
 - 10 - the first action button (42) is situated on the weapon, at the location where the player's index finger is placed, and the second action button (43) is situated on the weapon, at the location where the player's thumb is placed.
- 15 2. The computer mouse according to claim 1, characterized in that the first action button comprises a weapon trigger (42).
- 20 3. The computer mouse according to claim 1 or 2, characterized in that the second action button (43) comprises a magazine retainer for the weapon.
- 25 4. The computer mouse according to claim 2, characterized in that the first action button comprises an interrupter (46b) placed near the weapon trigger.
- 30 5. The computer mouse according to claim 3, characterized in that the second action button comprises an interrupter placed near the weapon retainer.
- 35 6. The computer mouse according to any one of claims 1 to 5, characterized in that the mouse comprises a third action button comprising the weapon hammer (44).
7. The computer mouse according to claim 6, characterized in that the third action button comprises an interrupter (47b) placed near the weapon hammer.

8. The computer mouse according to claim 6, characterized in that the third action button comprises a potentiometer placed near the weapon hammer.

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9.. The computer mouse according to any one of claims 1 to 8, characterized in that the weapon emits a laser beam in the direction of a video game display device.